

Geomancer Spell Descriptions

0-LEVEL GEOMANCER SPELLS

Create Water

Elemental (Water)/Cantrip

Level: Geomancer/White Mage 0

Casting Time: 1 standard action

Range: Close (25 ft. +5 ft./2 levels)

Effect: Up to 2 gallons of water/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large -- possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Detect Magic

Cantrip/Enhancing

Level: Astrologian/Black Mage/Blue Mage/Geomancer/Illusionist/Necromancer/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft). Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Spell or Object	Aura Power			
	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th-6th	7th-9th	10th+ (deity-level)

Magic item (caster level)	5th or lower	6th-11th	12th-20th	21st+ (artifact)
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Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Drench

Summoning/Elemental (Water)/Cantrip

Level: Geomancer/Summoner/White Mage 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object of size Large or smaller

Duration: 1 round

Saving Throw: Reflex negates (object)

Spell Resistance: Yes (object)

A sudden downpour soaks the target creature or object, inflicting the Drench status effect. The rain follows the subject up to the range of the spell, soaking the target with water. If the target is on fire, the flames are automatically extinguished. Fires smaller than campfires (such as lanterns and torches) are automatically extinguished by this spell.

Elemental Orb

Elemental (Any)/Cantrip

Level: Black Mage/Blue Mage/Geomancer/Red Mage/Summoner 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One missile of chosen element type

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Pick an element type: earth, fire, ice, lighting, water, or wind. You fire a small orb of that chosen type at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of the chosen elemental damage.

Guidance

Enhancing/Cantrip

Level: Astrologian/Blue Mage/Geomancer/Red Mage/Summoner/White Mage 0

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Ignite

Elemental (Fire)/Cantrip

Level: Black Mage/Blue Mage/Geomancer/Red Mage/Summoner 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One Fine object

Duration: Instantaneous

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes (object)

You can make an unattended Fine flammable object catch on fire. This works as if you were using flint and steel except that you can use *ignite* in any sort of weather and it takes much less time to actually ignite an object.

Know Direction

Enhancing/Cantrip

Level: Geomancer 0

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When you cast this spell, you instantly know the direction of north from your current position. The spell is effective in any environment in which "north" exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.

Mending

Healing/Cantrip

Level: Astrologian/Black Mage/Blue Mage/Geomancer/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: 10 ft.

Target: One object of up to 1 lb./level

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Message

Enhancing/Cantrip

Level: Astrologian/Black Mage/Blue Mage/Geomancer/Necromancer/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature/level

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

Purify Food and Drink

Healing/Cantrip

Level: Astrologian/Geomancer/White Mage 0

Casting Time: 1 standard action

Range: 10 ft.

Target: 1 cu. ft./level of contaminated food and water

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by *purify food and drink*, but the spell has no effect on creatures of any type nor upon magic potions. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Read Magic

Enhancing/Cantrip

Level: Astrologian/Black Mage/Blue Mage/Geomancer/Illusionist/Necromancer/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute.

Resistance

Enhancing/Cantrip

Level: Astrologian/Blue Mage/Geomancer/Summoner/White Mage 0

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Stabilize

Healing/Cantrip

Level: Geomancer/Red Mage/Summoner/White Mage 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Upon casting this spell, you target a living creature that has –1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

Torchlight

Light/Cantrip

Level: Astrologian/Black Mage/Blue Mage/Geomancer/Illusionist/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius from the point touched, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness be-

comes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object.

You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. Light can be used to counter or dispel any darkness spell of equal or lower spell level.

Virtue

Enhancing/Cantrip

Level: Geomancer/White Mage 0

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute

Saving Throw: None

Spell Resistance: Yes (harmless)

With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point.

1ST-LEVEL GEOMANCER SPELLS

Air Bubble

Elemental (Wind)

Level: Black Mage/White Mage/Red Mage/Geomancer 1

Casting Time: 1 standard action

Range: Touch

Target: One creature or one object no larger than a Large two-handed weapon

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Air bubble creates a small pocket of breathable air that surrounds the touched creature's head or the touched object. The air bubble allows the creature touched to breathe underwater or in similar airless environments, or protects the object touched from water damage.

Alter Winds

Elemental (Wind)

Level: Geomancer 1

Casting Time: 1 minute

Range: Touch

Area: Immobile 10-ft.-radius emanation

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

You subtly enhance or diminish the effects of natural winds within the spell's area, which is an immobile emanation around a point touched by you as the spell is cast. Within the area, natural (but not magical) wind effects are either increased or decreased by one step in intensity. The maximum wind force you can affect with this spell is based on your caster level, as shown on the table below. Alter winds has no effect on magical wind effects.

<u>Caster Level</u>	<u>Wind Force</u>
1st-3rd	– Light
4th-9th	– Moderate
10th-15th	– Strong
16th or higher	– Severe

Burning Disarm

Elemental (Fire)

Level: Geomancer 1

Casting Time: 1 standard action

Range: Short (25 ft. + 5 ft./2 levels)

Target: Held metal item of one creature or 15 lbs. of unattended metal

Duration: Instantaneous

Saving Throw: Reflex negates (object, see text)

Spell Resistance: Yes (object)

This spell causes a metal object to instantly become red hot. A creature holding the item may attempt a Reflex save to drop it and take no damage (even if it is not their turn), otherwise the hot metal deals 1d4 points of fire damage per caster level (maximum 5d4). Circumstances that prevent the creature from dropping the item (such as a locked gauntlet) mean the creature gets no saving throw. The heat does not harm the item, and it does not get hot enough or last long enough to ignite flammable objects. The item cools to its previous temperature almost instantly. If cast underwater, burning disarm deals half damage and boils the surrounding water.

Burning Hands

Elemental (Fire)

Level: Black Mage/Geomancer/Red Mage 1

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Choco Feather

Enhancing/Elemental (Wind)

Level: Black Mage/Red Mage/White Mage/Geomancer 1

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One Medium or smaller free-falling object or creature/level, within 20 ft. each of other

Duration: Until landing or 1 round/level

Saving Throw: Will negates (harmless) or Will negates (object)

Spell Resistance: Yes (object)

The affected creatures or objects fall slowly. Choco feather instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's max-

imum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop. Choco feather works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

Endure Elements

Enhancing

Level: Astrologian/Black Mage/White Mage/Geomancer 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit (-45 and 60 degrees Celsius) without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or ice damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Frostbite

Enfeebling/Elemental (Ice)

Level: Geomancer 1

Casting Time: 1 standard action

Range: Touch

Targets: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Your melee touch attack deals 1d6 points of ice damage + 1 point per level, and the target is fatigued unless a successful Fortitude save is made. This spell cannot make a creature exhausted even if it is already fatigued.

Icicle Dagger

Elemental (Ice)

Level: Black Mage/Geomancer 1

Casting Time: 1 standard action

Range: 0 ft.

Effect: One icicle

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You create a magical dagger +1 out of ice. The dagger deals 1 point of ice damage in addition to normal dagger damage. If the dagger leaves your hand for more than 1 round, it melts and the spell ends. At 6th level, the dagger functions as a +2 magical dagger and deals an additional 1d6 points of ice damage. At 11th level, the dagger can return to your hand when thrown, melting away and reforming in your hand just before your next turn.

Jump

Enhancing

Level: Black Mage/Geomancer/Red Mage/White Mage 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

Longstrider

Enhancing

Level: Geomancer 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

This spell gives you a +10 foot enhancement bonus to your base speed. It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

Pass without Trace

Elemental (Earth)

Level: Geomancer 1

Casting Time: 1 standard action

Range: Touch

Targets: One creature/level touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject or subjects of this spell do not leave footprints or a scent trail while moving. Tracking the subjects is impossible by non-magical means.

Produce Flame

Elemental (Fire)

Level: Geomancer 1

Casting Time: 1 standard action

Range: 0 ft.

Effect: Flame in your palm

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment. In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 + 1 point per caster level (maximum +5). Alterna-

tively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves. This spell does not function underwater.

Rain

Elemental (Water)

Level: Geomancer/White Mage 1

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./2 levels)

Area: 20-ft.-radius spread

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

All creatures in the area of effect are affected by the Drenched status effect. Water evaporates after spell ends, removing the status effect from affected creatures.

Stone Fist

Enhancing/Elemental (Earth)

Level: Black Mage/Red Mage/Geomancer 1

Casting Time: 1 standard action

Range: Personal

Targets: You

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

This spell transforms your hands into living stone. While this spell is in effect, your unarmed strikes do not provoke attacks of opportunity and deal 1d6 points of lethal bludgeoning damage (1d4 if you are Small). In addition, your unarmed strikes ignore the hardness of any object with a hardness less than 8.

Summon Nature's Ally I

Summoning

Level: Geomancer 1

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons to your side a natural creature (typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant) with a CR rating of 1/3 or lower. The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command. You choose which kind of creature to summon, and you can change that choice each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (such as raise).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Swim

Enhancing/Elemental (Water)

Level: Black Mage/White Mage/Red Mage/Geomancer 1

Casting Time: 1 standard action

Range: Touch

Targets: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

You cause webs to grow between the target's fingers and its feet to transform into flippers, granting a swim speed of 30 feet along with the standard +8 bonus on Swim checks and the ability to take 10 even if distracted or endangered. You can also use the run action while swimming, provided you swim in a straight line. This transformation causes any boots or gloves the target is wearing to meld into its form (although magic items with a continuous effect continue to function). This spell does not grant the target any ability to breathe water.

Water Blast

Elemental (Water)

Level: Black Mage/White Mage/Geomancer 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature or object

Duration: Instantaneous

Saving Throw: Reflex partial

Spell Resistance: Yes

You call forth a quick blast of water that knocks over and soaks one creature or square. You can use this blast of water to make a bull rush combat maneuver against any one creature or object. Your CMB roll for this combat maneuver is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. If struck, the creature must make a Reflex save or be drenched. This combat maneuver does not provoke an attack of opportunity. Water blast extinguishes any normal fires on a creature, object, or in a single 5-foot square which it is targeted against. Magical fires are unaffected.

Wind Armor

Enhancing/Elemental (Wind)

Level: Black Mage/Geomancer/White Mage 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

An invisible but tangible field of wind surrounds the subject of a *wind armor* spell, providing a +2 deflection bonus to AC. Unlike mundane armor, wind armor entails no armor check penalty, spell failure chance, or speed reduction. Since wind armor is made of wind, incorporeal creatures can't bypass it the way they do normal armor.

Wind Runner

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Red Mage/Geomancer 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

This spell increases your base land speed by 30 feet. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill).

Wind Shield

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Red Mage/Geomancer 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

An ever-flowing gust of wind surrounds around you. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you for whom the attacker must make an attack roll has a 20% miss chance (similar to the effects of concealment). Other attacks that simply work at a distance are not affected.

2ND-LEVEL GEOMANCER SPELLS

Barkskin

Enhancing

Level: Geomancer 2

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at 12th level.

The enhancement bonus provided by barkskin stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

Binding Earth

Enfeebling/Elemental (Earth)

Level: Geomancer 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or unattended object (see text)

Duration: 1 round/level

Saving Throw: Fort negates

Spell Resistance: Yes

If the target of this spell fails its Fortitude save, areas of earth and stone floor act as a snapping quagmire that pulls the target down and damages it if it attempts to move through such terrain.

If the target is a creature, it treats all areas of earth and stone it moves through as difficult terrain. Furthermore, for each 5 feet a creature moves through such areas, it takes 1d6 points of earth damage. Creatures with a burrow speed or the earth glide ability are unaffected by binding earth.

If cast on an unattended object resting on an area of stone or earth, the stone or earth warps and wraps around it, pulling it firmly to the ground. A DC 15 Strength check is required to pull the object free from snapping earth or stone.

Burning Arc

Elemental (Fire)

Level: Black Mage/Geomancer 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One primary target plus one additional target/3 levels (must be within 15 ft. of the primary target)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell causes an arc of flame to leap from your fingers, burning a number of enemies nearby. It deals 1d6 points of fire damage per caster level (maximum 10d6). For every additional target the discharge arcs to, reduce the number of damage dice by half (rounded down). Therefore, at 9th level, your burning arc deals 9d6 points of fire damage to the primary target, then 4d6 points of fire damage to a secondary target, then 2d6 points of fire damage to an additional target.

Each target can attempt a Reflex saving throw for half damage. The Reflex DC to halve the damage of the secondary bolts is 2 lower than the DC to halve the damage of the primary bolt. You may choose secondary targets as you like, but they must all be within 15 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

Elemental Resistance

Enhancing

Level: Astrologian/Black Mage/White Mage/Red Mage/Holy Knight/Geomancer 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants a creature limited protection from damage of whichever one of six elemental types you select: dark, earth, fire, ice, light, lightning, water, or wind. The subject gains elemental resistance 10 against the elemental type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the elemental resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well. Elemental resistance absorbs only damage. The subject could still suffer unfortunate side effects. Elemental resistance overlaps (and does not stack with) protection from elements. If a character is warded by protection from elements and elemental resistance, the protection spell absorbs damage until its power is exhausted.

Elemental Speech

Enhancing

Level: Geomancer 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell enables you to converse with creatures associated with a chosen element, including but not limited to true elemental creatures. This spell gains the elemental subtype based on the version of the spell you cast. Elemental speech does not guarantee a friendly reaction; it merely enables communication. You may converse with all creatures of the selected type with an Intelligence score of 1 or greater, even if they do not understand one another.

- When cast as a wind spell, you can converse in Auran and with any creature that has the air subtype or a fly speed.
- When cast as an earth spell, you can converse in Terran and with any creature that has the earth subtype or a burrow speed.
- When cast as a fire spell, you can converse in Ignan and with any creature that has the fire subtype.
- When cast as a water spell, you can converse in Aquan and with any creature that has the water subtype or a swim speed.

Elemental Touch

Enhancing/Elemental (All)

Level: Black Mage/Geomancer 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes

Upon completing the casting of this spell, elemental energy infuses your hands.

Choose an elemental type: earth, fire, ice, lightning, water, or wind. You gain a melee touch attack causing 1d6 points of damage of that elemental type, along with a special effect described below. You also deal elemental damage and the related special effect when you attack with your hands using an unarmed strike, a single claw, or a single slam attack. This bonus damage can never apply to multiple weapons.

Earth: Your touch attack inflicts a creature with the Weighted status effect.

Fire: Your touch attack inflicts a creature with the Burning status effect.

Ice: Your touch attack inflicts a creature with the Frozen status effect.

Lightning: Your touch attack inflicts a creature with the Static status effect.

Water: Your touch attack inflicts a creature with the Drenched status effect.

Wind: Your touch attack inflicts a creature with the Squalled status effect.

Subsequent attacks inflict the normal damage, but the additional effects do not stack. This spell grants no special protection to anything held in or worn on your hands. When you cast this spell to deal earth, fire, ice, lightning, water, or wind damage, it is a spell of that type.

Elemental Weapon

Elemental (all)

Level: Black Mage/Geomancer 2

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Magic weapon of elements

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Choose an elemental type: earth, fire, ice, lightning, water, or wind. Upon completing the casting of this spell, a weapon made of the elemental type chosen appears and attacks foes at a distance, as you direct it, dealing 1d8 points of elemental damage per hit, + 1 point per three caster levels (maximum +5 at 15th level). The weapon takes the shape of whatever weapon you want and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Intelligence modifier as its attack bonus. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the *elemental weapon* is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action.

An *elemental weapon* cannot be attacked or harmed by physical attacks, but *dispel* affects it. An elemental weapon's AC against touch attacks is 12 (10 + size bonus for Tiny object).

If an attacked creature has Spell Resistance, you make a caster level check (1d20 + caster level) against that Spell Resistance the first time the *elemental weapon* strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell. When you cast this spell to deal earth, fire, ice, lightning, water, or wind damage, it is a spell of that type.

Endure Elements, Communal

Enhancing

Level: Black Mage/White Mage/Geomancer 2

Targets: Creatures touched

This spell functions like *endure elements*, except you divide the duration in 1-hour increments among the creatures touched.

Flaming Sphere

Elemental (Fire)

Level: Black Mage/Geomancer 2

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 5-ft.-diameter sphere

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 3d6 points of fire damage to that creature, though a successful Reflex save negates that damage. A flaming sphere rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A flaming sphere winks out if it exceeds the spell's range.

Float

Enhancing/Elemental (Wind)

Level: Astrologian/Black Mage/White Mage/Red Mage/Geomancer 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call upon the powers of wind to gently lift the target touched to rise a couple of feet into the air and float. For the duration of this spell, the subject ignores the adverse movement effects of difficult terrain, and can even take 5-foot steps in difficult terrain. If the subject falls more than 10 feet, he begins to fall slowly, as the *choco feather* spell, to the ground and this spell ends, regardless of duration left.

Frigid Touch

Enfeebling/Elemental (Ice)

Level: Black Mage/Red Mage/Geomancer 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous; 1 round

Saving Throw: None

Spell Resistance: Yes

This spell causes your hand to glow with a pale blue radiance. Your melee touch attack deals 4d6 points of ice damage and causes the target to be staggered for 1 round. If the attack is a critical hit, the target is staggered for 1 minute instead.

Frost Fall

Enfeebling/Elemental (Ice)

Level: Black Mage/Red Mage/Geomancer 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 5-foot radius burst

Duration: 1 round/2 levels

Saving Throw: Fortitude partial

Spell Resistance: Yes

The area of this spell is covered in chilling frost, dealing 2d6 points of ice damage to all creatures within it. Creatures that the spell initially damages must succeed at a Fortitude save or become staggered for 1 round. The area remains chilled for the spell's duration. Any creature that starts your turn within the spell's area takes 1d6 points of ice damage (Fortitude saving throw for half) but does not become staggered even on a failed saving throw.

Glide

Enhancing/Elemental (Wind)

Level: Black Mage/Red Mage/White Mage/Geomancer 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Until landing or 1 minute/level

Saving Throw: None

Spell Resistance: No

You take no damage from falls (as if from *choco feather*). In addition, you can move up to 5 feet in any horizontal direction for every 1 foot you fall, at a speed of 60 feet per round. You cannot use this spell to actually gain height, merely coast in other directions as you fall. If subjected to a strong wind or any other effect that causes you to rise you can take advantage of it in order to increase the distance you can glide. The spell ends as soon as your feet touch the ground regardless of its remaining duration. If the spell expires while you are still in the air you fall the remaining distance as normal.

Groundswell

Elemental (Earth)

Level: Geomancer 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Fort negates (harmless)

Spell Resistance: Yes (harmless)

This spell allows the target to cause the ground to rise up beneath him. As a swift action, the target can cause the ground to rise 5 feet, while all adjacent squares are treated as steep slopes. The groundswell precludes flanking from creatures standing at lower elevations than the target. If the target moves after creating a groundswell, the ground returns to its normal elevation at the end of his turn; otherwise, it remains in place until the target moves or uses a swift action to return the ground to normal. A groundswell cannot increase elevation of the ground beyond 5 feet.

Levitate

Enhancing/Elemental (Wind)

Level: Astrologian/Black Mage/Red Mage/White Mage/Geomancer 2

Casting Time: 1 standard action

Range: Personal or close (25 ft. + 5 ft./2 levels)

Target: You or one willing creature or one object (total weight up to 100 lbs./level)

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Slipstream

Enhancing/Elemental (Water)

Level: Black Mage/White Mage/Red Mage/Geomancer 2

Casting Time: 1 standard action

Range: Touch

Targets: Creature touched

Duration: 10 minutes/level (D)

Saving Throw: Reflex negates (harmless)

Spell Resistance: No

You create a low-cresting wave of water that carries the target along the surface of water or the ground. When moving across level ground, the target's speed increases by 10 feet. If going downhill, speed increases by 20 feet instead, but slipstream provides no movement bonus when going uphill. While swimming, the slipstream increases the target's swim speed by 20 feet-if the target does not have a swim speed, this spell grants a swim speed of 20 ft.

Soften Earth and Stone

Elemental (Earth)

Level: Geomancer 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft. square/level; see text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-foot square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge. Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface. Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

While this spell does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls (treat as a cave-in with no bury zone, see Environment).

A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

Stone Call

Elemental (Earth)

Level: Black Mage/Geomancer 2

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (40-ft. radius, 20 ft. high)

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

A rain of dirt, gravel, and small pebbles fills the area, dealing 2d6 points of earth damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, this debris covers the ground, making the entire area difficult terrain. At the end of the duration, the rocks disappear, leaving no aftereffects (other than the damage dealt).

Summon Nature's Ally II

Level: Geomancer 2

This spell functions like *Summon Nature's Ally I*, except that you can summon a creature of the animal, fey, magical beast, outsider with the elemental subtype, or a giant type with a CR rating of 1 or lower or 1d3 1st-level creatures of the same kind.

Wall Climb

Enhancing/Elemental (Earth)

Level: Black Mage/White Mage/Red Mage/Geomancer 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A wall climbing creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Water Lung

Elemental (Water)

Level: Geomancer 2

Casting Time: 1 standard action

Range: Touch

Target: Living creatures touched

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

The targets are able to breathe water, freely. However, they can no longer breathe air. Divide the duration evenly among all the creatures you touch. This spell has no effect on creatures that can already breathe water.

Whispering Wind

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Red Mage/Geomancer 2

Casting Time: 1 standard action

Range: 1 mile/level

Area: 10-ft.-radius spread

Duration: No more than 1 hour/level or until discharged (destination is reached)

Saving Throw: None

Spell Resistance: No

You send a message or sound on the wind to a designated spot. The *whispering wind* travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A *whispering wind* is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

You can prepare the spell to bear a message of no more than 25 words, cause the spell to deliver other sounds for 1 round, or merely have the *whispering wind* seem to be a faint stirring of the air. You can likewise cause the *whispering wind* to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.

When the spell reaches its objective, it swirls and remains in place until the message is delivered. *Whispering wind* cannot speak verbal components, use command words, or activate magical effects.

Wind Barrier

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Red Mage/Geomancer 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature gains resistance to ranged weapons. The subject gains damage reduction 10/- against ranged weapons. This spell doesn't grant you the ability to damage creatures with similar damage reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

3RD-LEVEL GEOMANCER SPELLS

Aqueous Orb

Elemental (Water)

Level: Geomancer 3

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 10-ft.-diameter sphere

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: No

You create a rolling sphere of churning water that can engulf those it strikes. The aqueous orb can move up to 30 feet per round, rolling over barriers less than 10 feet tall. It automatically quenches any non-magical fires and functions as dispel magic against magical fires as long as those fires are size Large or less.

Any creature in the path of the aqueous orb takes 2d6 points of nonlethal damage. A successful Reflex save negates this damage, but a Large or smaller creature that fails its save must make a second save or be engulfed by the aqueous orb and carried along with it. Engulfed creatures are immersed in water and must hold their breath unless capable of breathing water. They gain cover against attacks from outside the aqueous orb but are considered entangled by its churning currents, takes 2d6 points of nonlethal damage at the beginning of their turn each round they remain trapped. Creatures within the orb may attempt a new Reflex save each round to escape into a random square adjacent to the aqueous orb. The orb may hold one Large creature, 4 Medium, or 16 Small or smaller creatures within it.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and churns in place. An aqueous orb stops if it moves outside the spell's range.

Battering Blast

Elemental (Wind)

Level: Black Mage/Geomancer 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or unattended object

Duration: Instantaneous

Saving Throw: Reflex partial (see text)

Spell Resistance: Yes

You hurl a fist-sized ball of wind resembling a sphere of spikes to ram a designated creature or object. You must succeed on a ranged touch attack to strike your target. On a successful hit, you deal 1d6 points of wind damage per two caster levels (maximum 5d6). For every 5 caster levels you possess beyond 5th, you gain an additional ball of wind.

A creature struck by any of these is subject to a bull rush attempt. The wind has a Strength modifier equal to your Intelligence, Wisdom, or Charisma modifier (whichever is highest). The Attack roll for the wind's bull rush uses your caster level as its base attack bonus, adding the wind's Strength modifier and a +10 bonus for each additional blast directed against the same target. Each sphere of wind makes its own separate bull rush attempt—if multiple spheres strike one target, you make multiple Attack rolls but only take the highest result to determine success. If the bull rush succeeds, the wind pushes the creature away from you in a straight line, and the creature must make a Reflex save or fall prone.

This spell pushes an unattended object struck by it 20 feet away from you, provided it weighs no more than 25 pounds per level (maximum 250 pounds). This spell cannot move creatures or objects beyond your range. Used on a door or other obstacle, the spell attempts a Strength check to destroy it if the sheer damage inflicted by the spell doesn't do the job.

Burrow

Elemental (Earth)

Level: Geomancer 3

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can burrow at a speed of 15 feet (or 10 feet if it wears medium or heavy armor, or if it carries a medium or heavy load) through sand, loose soil, or gravel, or at a speed of 5 feet through stone. Using burrow requires only as much concentration as walking, so the subject can attack or cast spells normally. The burrowing creature cannot charge or run. Loose material collapses behind the target 1 round after it leaves the area. This spell does not give the target the ability to breathe underground, so when passing through loose material, the creature must hold its breath and take only short trips, or else it may suffocate.

Call Lightning

Elemental (Lightning)

Level: Geomancer 3

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Effect: One or more 30-ft.-long vertical lines of lightning

Duration: 1 minute/level

Saving Throw: Reflex half

Spell Resistance: Yes

Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of lightning damage. The bolt of lightning flashes

down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the target square or in the path of the bolt is affected.

You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed first. Each round after the first you may use a standard action (concentrating on the spell) to call a bolt. You may call a total number of bolts equal to your caster level (maximum 10 bolts).

If you are outdoors and in a stormy area - a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado - each bolt deals 3d10 points of lightning damage instead of 3d6.

This spell functions indoors or underground but not underwater.

Choco Feather, Mass

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Geomancer 3

Target: One creature/level, no two of which can be more than 30 ft. apart

As *choco feather*, except this spell affects multiple creatures.

Cloak of Winds

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Red Mage/Geomancer 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

You shroud a creature in a whirling screen of strong, howling wind. The subject is never checked or blown away by strong winds of windstorm or lesser strength (whether natural or magically created), and ranged attack rolls against the subject take a -4 penalty. Tiny or smaller creatures must succeed at a Fortitude save to successfully touch or attack the subject in melee. Failure knocks the attacker prone and pushes it 5 feet away from the subject per level of the caster. This movement can pass through the squares of other creatures without affecting them and does not provoke attacks of opportunity, but the creature takes 3d6 points of nonlethal damage, plus 1d6 if the creature strikes a solid object that blocks its movement.

Dispel

Enfeebling

Level: Astrologian/Black Mage/Geomancer/Illusionist/Necromancer/White Mage/Red Mage/Time Mage/Dark Knight/Holy Knight 3

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target or Area: One spellcaster, creature, or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can use *dispel* to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by *dispel*. *Dispel* can dispel

(but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel* can take effect.

You choose to use *dispel* in one of two ways: a *targeted dispel* or a *counterspell*.

Targeted Dispel: One object, creature, or spell is the target of the *dispel* spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

For example, a 7th-level caster casts *dispel*, targeting a creature affected by *stoneskin* (caster level 12th) and *fly* (caster level 6th). The caster level check results in a 19. This check is not high enough to end the *stoneskin* (which would have required a 23 or higher), but it is high enough to end the *fly* (which only required a 17). Had the dispel check resulted in a 23 or higher, the *stoneskin* would have been dispelled, leaving the *fly* intact. Had the dispel check been a 16 or less, no spells would have been affected.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a *wall of fire*). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a *bag of holding*) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When *dispel* is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, *dispel* may not work; you must make a dispel check to counter the other spellcaster's spell.

Downpour

Elemental (Water)

Level: Geomancer/White Mage 3

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./2 levels)

Area: 40-ft.-radius spread

Duration: See text

Saving Throw: None

Spell Resistance: No

All creatures in the area of effect are affected by the Drenched status effect. Water remains after 1 day before evaporating, creatures in the area of effect must dry off or remove wet clothing to get rid of the status effect.

Elemental Aura

Enhancing/Elemental (All)

Level: Black Mage/Geomancer 3

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: Reflex half; see text

Spell Resistance: Yes

This spell forms an aura of elements around you, damaging all those that come near you. Choose an elemental type: earth, fire, ice, lightning, water, or wind. Creatures adjacent to you when this spell is cast and at the start of your turn take 2d6 points of elemental damage of the selected type. This aura has an additional effect, depending upon the type of element chosen.

Earth: Creatures affected by your aura are inflicted with the Weighted status effect.

Fire: Creatures affected by your aura are inflicted with the Burning status effect.

Ice: Creatures affected by your aura are inflicted with the Frozen status effect.

Lightning: Creatures affected by your aura are inflicted with the Static status effect.

Water: Creatures affected by your aura are inflicted with the Drenched status effect.

Wind: Creatures affected by your aura are inflicted with the Squalled status effect.

Creatures adjacent to you are allowed a Reflex save to halve the damage and negate the additional effect. The aura's additional effects do not stack if a creature takes damage from your aura multiple times. You may only have one *elemental aura* in effect at one time. When you cast this spell to deal earth, fire, ice, lightning, water, or wind damage, it is a spell of that type.

Elemental Resistance, Communal

Enhancing

Level: Astrologian/Black Mage/White Mage/Red Mage/Holy Knight/Geomancer 3

Targets: Creatures touched

This spell functions like *elemental resistance*, except you divide the duration in 10-minute intervals among the creatures touched.

Fly

Enhancing/Elemental (Wind)

Level: Astrologian/Black Mage/White Mage/Red Mage/Time Mage/Geomancer 3

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can fly at a speed of 20 feet (or 15 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good.

Using a *fly* spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a *fly* spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of

time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the *fly* spell is dispelled.

Hurricane Blast

Elemental (Wind)

Level: Black Mage/White Mage 4/Geomancer 3

Casting Time: 1 standard action

Range: Personal

Area: 5-ft.-radius burst/2 levels (maximum 25-ft.-radius burst)

Duration: 1 round

Saving Throw: Reflex negates

Spell Resistance: No

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in the burst.

- A Tiny or smaller creature on the ground is knocked down and rolled 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet. If flying, a Tiny or smaller creature is blown back 2d6×10 feet and takes 2d6 points of wind damage due to battering and buffeting.
- Small creatures are knocked prone by the force of the wind, or if flying are blown back 1d6×10 feet.
- Medium creatures are unable to move forward against the force of the wind, or if flying are blown back 1d6×5 feet.
- Large or larger creatures may move normally within a hurricane blast effect.

Hurricane blast can't move a creature beyond the limit of its range. Any creature, regardless of size, takes a –4 penalty on ranged attacks and Perception checks in the area of a hurricane blast. The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a hurricane blast can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, and blow gases or vapors to the edge of its range.

Hydraulic Torrent

Elemental (Water)

Level: Black Mage/White Mage 4/Geomancer 3

Casting Time: 1 standard action

Range: 60 ft.

Area: 60-ft. line

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You call forth a powerful stream of water that batters all creatures and obstacles in its path until it strikes something it cannot push past. Against creatures and movable objects this stream acts as a bull rush. You can bull rush creatures of any size, not just those one size larger than your own. Make a Bull Rush attempt and apply its results to each creature within the area. Your Attack roll for this bull rush is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. This bull rush does not provoke an attack of opportunity.

Against immovable objects this stream instead allows you to make a Strength check to destroy the target. When attempting to break an object, the stream has an effective Strength equal to your caster level plus the ability score modifier as above. The Break DC depends on the object you're trying to break (see Damaging Objects for sample Break DCs for various objects.) *Hydraulic torrent* extinguishes any normal fires it encounters along its path. Magical fires are unaffected.

Ice Spears

Elemental (Ice)

Level: Geomancer 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5ft./2 levels)

Effect: 1 ice spear/4 levels

Duration: Instantaneous

Saving Throw: Reflex half and see below

Spell Resistance: No

Upon casting this spell, one or more giant spears of ice lance up out of the ground. Each stalagmite-like icicle affects a 5-foot square and tapers to a height of 10 feet. You may cause a number of ice spears equal to one spear for every four caster levels you possess to burst from the ground. A creature that occupies a square from which a spear extends (or that is within 10 feet of the ground below) takes 2d6 points of piercing damage and 2d6 points of ice damage per square—creatures that take up more than one square can be hit by multiple spears if the caster is high enough level. The explosive growth can also trip foes. When the spears erupt from the ground, they make a combat maneuver check against any targets that take damage from the spears, with a total bonus equal to your caster level plus your Wisdom modifier. Each additional ice spear beyond the first that strikes a single foe grants a +10 bonus to this CMB check. If the check succeeds, the ice spears knock the foe prone. A successful Reflex save halves the damage and prevents the trip attempt.

If you cast this spell upon an area covered with ice or snow, such as atop a glacier, frozen lake, or snow-covered field, the spears strike with additional force. Saves against the effect suffer a –2 penalty and the spell gains a +4 bonus on its combat maneuver check to trip foes. Ice spears created by this spell remain after they do their damage. They melt as normal depending on the surrounding environment. They no longer damage foes in their square, but can provide cover. An ice spear has hardness 5 and 30 hit points.

Longstrider, Greater

Enhancing

Level: Geomancer 3

Range: Personal

Target: You

Duration: 1 hour/level (D)

This functions as *longstrider*, except it gives you a +20-foot enhancement bonus to your base speed and a +10-foot enhancement bonus to your other modes of movement (burrow, climb, fly, swim, and so on). It does not affect movement modes you do not actually have—for example, if you do not have a swim speed, this spell does not grant you a swim speed.

Meld into Stone

Elemental (Earth)

Level: Geomancer 3

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

Meld into stone enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of non-living gear merge with the stone. If either condition is violated, the spell fails and is wasted.

While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. The stone's complete destruction expels you and slays you instantly unless you make a DC 18 Fortitude save. Even if you make your save, you still take 5d6 points of damage.

Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.

The following spells harm you if cast upon the stone that you are occupying.

- *Stone to flesh* expels you and deals you 5d6 points of damage.
- *Stone shape* deals 3d6 points of damage but does not expel you.
- *Transmute rock to mud* expels you and then slays you instantly unless you make a DC 18 Fortitude save, in which case you are merely expelled.
- Finally, *passwall* expels you without damage.

Quench

Elemental (Fire)

Level: Druid/Geomancer 3

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area or Target: One 20-ft. cube/level (S) or one fire-based magic item

Duration: Instantaneous

Saving Throw: None or Will negates (object)

Spell Resistance: No or yes (object)

Quench is often used to put out forest fires and other conflagrations. It extinguishes all non-magical fires in its area. The spell also dispels any fire spells in its area, though you must succeed on a dispel check (1d20 +1 per caster level, maximum +15) against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell.

Each creature with the fire subtype within the area of a quench spell takes 1d6 points of damage per caster level (maximum 10d6, no save allowed).

Alternatively, you can target the spell on a single magic item that creates or controls flame. The item loses all its fire-based magical abilities for 1d4 hours unless it succeeds on a Will save. Artifacts are immune to this effect.

Shifting Sand

Enfeebling/Elemental (Earth)

Level: Geomancer 3

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft. spread

Duration: 1 round/level (D)

Saving Throw: Reflex negates; see text

Spell Resistance: No

You cause an earthen or sandy surface to shift and churn within the area. The *shifting sand* obliterates tracks and is considered difficult terrain. Acrobatics checks in the area take a penalty equal to your caster level (maximum +10). Creatures entering or beginning their turn in the shifting sand must make a Reflex save each round or become entangled until the beginning of their next turn. If they attempt to move while entangled, they must make a second Reflex save or fall prone. Creatures with the stability racial trait (like dwarves) may apply it as a bonus on their saving throws.

As a move action, you may move the area of shifting sand up to 10 feet in any direction. Creatures that are entangled or prone in the spell's area are carried along with the shifting sand in the same direction if possible. This movement does not provoke attacks of opportunity. Unattended Medium or smaller objects may also be carried along or shallowly buried by the *shifting sand*.

Sleet Storm

Enfeebling/Elemental (Ice)

Level: Black Mage/Geomancer 3

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Cylinder (40-ft. radius, 20 ft. high)

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Acrobatics check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Acrobatics skill for details). The sleet extinguishes torches and small fires.

Stone Shape

Elemental (Earth)

Level: White Mage/Black Mage/Geomancer 3

Casting Time: 1 standard action

Range: Touch

Target: Stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with *stone shape*, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Summon Nature's Ally III

Level: Geomancer 3

This spell functions like *Summon Nature's Ally I*, except that you can summon a creature of the animal, fey, magical beast, outsider with the elemental subtype, or a giant type with a CR rating of 2 or lower, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind.

Wall Climb, Communal

Enhancing/Elemental (Earth)

Level: Black Mage/White Mage/Red Mage/Geomancer 3

Targets: Creatures touched

This spell functions like *wall climb*, except you divide the duration in 10-minute intervals among the creatures touched.

Water Breathing

Enhancing/Elemental (Water)

Level: Black Mage/White Mage/Red Mage/Geomancer 3

Casting Time: 1 standard action

Range: Touch

Targets: Living creatures touched

Duration: 2 hours/level; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The affected creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.

Water Walk

Enhancing/Elemental (Water)

Level: Black Mage/White Mage/Red Mage/Geomancer 3

Casting Time: 1 standard action

Range: Touch

Targets: One touched creature/level

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The affected creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. Creatures crossing molten lava still take damage from the heat because they are near it. The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

Wind Barrier, Communal

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Red Mage/Geomancer 3

Targets: Creatures touched

This spell functions like *wind barrier*, except you divide the duration in 1-hour intervals among the creatures touched. Once the spell absorbs 10 points of damage per caster level (maximum 100 points) for a subject, the spell's effects end for that subject.

Wind Wall

Elemental (Wind)

Level: Black Mage/White Mage/Geomancer 3

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall up to 10 ft./level long and 5 ft./level high (S)

Duration: 1 round/level

Saving Throw: None; see text

Spell Resistance: Yes

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures). While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points.

4TH-LEVEL GEOMANCER SPELLS

Air Walk

Enhancing/Elemental (Wind)

Level: White Mage/Geomancer 4

Casting Time: 1 standard action

Range: Touch

Targets: Creature (Gargantuan or smaller) touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to half the air walker's normal speed.

A strong wind (21+ miles per hour) can push the subject along or hold it back. At the end of a creature's turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the *air walk* spell is dispelled.

You can cast *air walk* on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of *air walk* (counts as a trick; see Handle Animal skill) with 1 week of work and a DC 25 Handle Animal check.

Ball Lightning

Elemental (Lightning)

Level: Black Mage/Geomancer 4

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Two or more 5-ft.-diameter spheres

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

You create two globes of lightning that fly in whichever direction you indicate. For every 4 caster levels above 7th, you create an additional globe of lightning (3 globes at 11th, 4 globes at 15th, to the maximum of 5 globes at 19th). These globes fly at a rate of 20 feet per round and have perfect maneuverability. Wind does not affect a flying sphere's course.

If a globe enters a space with a creature, it stops moving for the round and deals 3d6 points of lightning damage to that creature, though a successful Reflex save negates the damage. Creatures wearing metal armor take a -4 penalty on this Saving Throw.

Each globe moves as long as you actively direct it (it's a move action for you to direct all the spheres created by a single casting of this spell); otherwise they stay at rest. These globes have no mass and cannot push aside unwilling creatures or move solid objects. A ball lightning globe winks out if it exceeds the spell's range.

Comet

Elemental (Earth/Fire)

Level: Black Mage/Geomancer 4

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius sphere

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You summon one molten comet into the sky to rain upon your enemies. Those within the area of effect take 10d6 points of damage (half in fire damage, the other half in earth damage), a Reflex save for half damage.

Control Water

Elemental (Water)

Level: Black Mage/White Mage 6/Geomancer 4

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S)

Duration: 10 minutes/level (D)

Saving Throw: None; see text

Spell Resistance: No

This spell has two different applications, both of which control water in different ways. The first version of this spell causes water in the area to swiftly evaporate or to sink into the ground below, lowering the water's depth. The second version causes the water to surge and rise, increasing its overall depth and possibly flooding nearby areas.

Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level x 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell (Will negates). The spell has no effect on other creatures.

Raise Water: This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With either version of this spell, you may reduce one horizontal dimension by half and double the other horizontal dimension to change the overall area of effect.

Create Holds

Elemental (Earth)

Level: Geomancer 4

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Path of handholds

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You create a path of handholds on earthen, plaster, stone, or wooden walls.

Restriction: You cannot create handholds on walls made of metal or other, harder materials.

The handholds are created in pairs and are approximately 3 feet apart, located in a specific path indicated by your gestures while casting the spell. The handholds' path can span up to 30 feet out from you plus an additional 10 feet per 3 caster levels (maximum 90 feet at 18th level). The handholds protrude approximately 6 inches from the wall, measure 10 inches lengthwise, and are perfectly suited for gripping with fingers or claws. At the end of the spell's duration, any creature being supported by the handholds immediately begins to fall.

Dimension Door

Chronomancy

Level: Geomancer/Time Mage 4

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: You and touched objects or other touched willing creatures

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired - whether by simply visualizing the area or by stating direction. After using this spell,

you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature traveling with you take an additional 4d6 points of damage and the spell simply fails.

Earth Glide

Elemental (Earth)

Level: Geomancer 4

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The target can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water, traveling at a speed of 5 feet. If protected against fire damage, it can move through lava. This movement leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. It requires as much concentration as walking, so the subject can attack or cast spells normally, but cannot charge or run. Casting move earth on an area containing the target flings the target back 30 feet, stunning it for 1 round (DC 15 Fort negates). This spell does not give the target the ability to breathe underground, so when passing through solid material, the creature must hold its breath.

Elemental Body I

Elemental (all)

Level: Black Mage/Geomancer 4

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min/level (D)

When you cast this spell, you can assume the form of a Minor air elemental, Minor earth elemental, Minor fire elemental, Minor ice elemental, Minor lightning elemental, or Minor water elemental. The abilities you gain depend upon the type of elemental into which you change. Elemental abilities based on size, such as burn, vortex, and whirlwind, use the size of the elemental you transform into to determine their effect.

- **Air elemental:** If the form you take is that of a Minor air elemental, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus. You also gain fly 60 feet (perfect), darkvision 60 feet, resist wind 20, vulnerability to ice, and the ability to create a whirlwind.
- **Earth elemental:** If the form you take is that of a Minor earth elemental, you gain a +2 size bonus to your Strength and a +4 natural armor bonus. You also gain burrow 20 feet, darkvision 60 feet, resist earth 20, vulnerability to wind, and the ability to earth glide.

- **Fire elemental:** If the form you take is that of a Minor fire elemental, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus. You gain darkvision 60 feet, resist fire 20, vulnerability to water, and the burn ability.
- **Ice elemental:** If the form you take is that of a Minor ice elemental, you gain a +2 size bonus to your Constitution and a +4 natural armor bonus. You gain darkvision 60 feet, resist ice 20, vulnerability to fire, and the numbing cold ability.
- **Lightning elemental:** If the form you take is that of a Minor lightning elemental, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus. You gain darkvision 60 feet, resist lightning 20, vulnerability to earth, and the metal mastery ability.
- **Water elemental:** If the form you take is that of a Minor water elemental, you gain a +2 size bonus to your Strength and a +4 natural armor bonus. You also gain swim 60 feet, darkvision 60 feet, resist water 20, vulnerability to lightning, the ability to create a vortex, and the ability to breathe water.

Floatga

Enhancing/Elemental (Wind)

Level: Astrologian/Black Mage/White Mage/Red Mage/Geomancer 4

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/2 levels (maximum of 5)

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions like *Float*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Freedom of Movement

Enhancing

Level: Geomancer 4

Casting Time: 1 standard action

Range: Personal or Touch

Target: You or creature touched

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The *freedom of movement* spell does not, however, grant water breathing.

Geyser

Elemental (Water)

Level: Black Mage 5/Geomancer 4

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: Spout of boiling water filling a 5 ft. square and spraying upward 10 ft./2 levels

Duration: Concentration + 1 round/level

Saving Throw: Reflex partial; see text

Spell Resistance: No

You cause a column of boiling water to spring forth from any horizontal surface, knocking over creatures directly over it and exposing nearby creatures to searing droplets as its spray falls back to the ground. Any creature entering the geyser, or occupying the square it appears in, must make a Reflex Saving Throw to avoid being hurled into the air and then tossed to the ground. If the creature fails its Saving Throw, it takes 3d6 points of water damage from the boiling water and also takes falling damage based upon the height of the geyser (e.g., if the geyser is 50 feet tall, the creature takes 5d6 falling damage), landing prone in a random square adjacent to the geyser. A successful Saving Throw halves the damage and negates the falling damage, and the creature is moved to the closest square adjacent to the geyser (Large-sized or larger creatures are moved enough so that they are not on top of the geyser but still adjacent to it). This movement does not provoke attacks of opportunity and does not count toward the creature's normal movement.

In addition, the geyser sprays boiling water in a hemispherical emanation around its square. The radius of this emanation is equal to one-half the geyser's height (e.g., a 50-foot geyser has a 25-foot-radius emanation). Any creature within this area, including yourself, takes 1d6 points of water damage each round as droplets of boiling water cascade on them. You can choose to make a smaller geyser than your level permits if an obstruction prevents it from reaching its full height, or if you simply want to create a spread of boiling rain that's smaller than what would be created by a full-height geyser spell.

Ice Storm

Enfeebling/Elemental (Ice)

Level: Black Mage/Geomancer 4

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Cylinder (20-ft. radius, 40 ft. high)

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Great magical hailstones pound down upon casting this spell, dealing 3d6 points of bludgeoning damage and 2d6 points of ice damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy snow and sleet rains down in the area. Creatures inside this area take a -4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the snow and hail disappear, leaving no after-effects (other than the damage dealt).

Life Bubble

Enhancing

Level: Geomancer 4

Casting Time: 1 standard action

Range: Touch

Target: Creature touched, up to one/level

Duration: 2 hours/level; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You surround the touched creatures with a constant and moveable 1-inch shell of tolerable living conditions. This shell enables the subjects to breathe freely, even underwater or in a vacuum, as well as making them im-

immune to harmful gases and vapors, including inhaled diseases and poisons. In addition, the shell protects subjects from extremes of temperature (per *endure elements*) as well as extremes of pressure.

Life bubble does not provide protection from negative or positive energy (such as found on the Negative and Positive Energy planes), the ability to see in conditions of poor visibility (such as in smoke or fog), nor the ability to move or act normally in conditions that impede movement (such as underwater).

When you cast this spell it has a total duration of 2 hours per caster level. You can divide this duration up in any manner you wish, not necessarily equally, between up to 1 creature per caster level.

Protection from Elements

Enhancing

Level: Astrologian/Black Mage/White Mage/Red Mage/Geomancer 4

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minute/level or until discharged

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants temporary immunity to the type of element you specify when you cast it (dark, earth, fire, ice, light, lightning, water or wind). When the spell absorbs 12 points per caster level of elemental damage (to a maximum of 120 points at 10th level), it is discharged. This spell overlaps (and does not stack with) *elemental resistance*. If a character is warding by *protection from elements* and *elemental resistance*, the protection spell absorbs damage until its power is exhausted.

Ride the Waves

Enhancing

Level: Geomancer 4

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target gains the ability to breathe water and a swim speed of 30 feet. This swim speed means the target also gains the standard +8 bonus on Swim checks and the ability to take 10 on Swim checks even while distracted or endangered. The target can use the run action while swimming, provided it swims in a straight line. The spell does not make the target unable to breathe air.

River of Wind

Elemental (Wind)

Level: Black Mage/Geomancer 4

Casting Time: 1 standard action

Range: 120 ft.

Area: 120-ft. line

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

Summoning up the power of the tempest, you direct a current of forceful winds where you please. This spell creates a 5-foot-diameter line of wind-the direction of the wind is away from your location when you cast the spell, and remains constant in that direction for the spell duration. Creatures caught in a river of wind take 4d6 points of wind damage and are knocked prone. A successful Fortitude save halves the damage and prevents being knocked prone.

A creature that begins its turn wholly or partially within a river of wind must make a Fortitude save or be pushed 20 feet in the wind's direction of flow, take 2d6 points of wind damage, and be knocked prone, a successful Fortitude save means the creature merely takes 1d6 points of wind damage.

Spike Stones

Enhancing

Level: Geomancer 4

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: One 20-ft. square/level

Duration: 1 hour/level (D)

Saving Throw: Reflex partial

Spell Resistance: Yes

Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background.

Spike stones impede progress through an area and deal damage. Any creature moving on foot into or through the spell's area moves at half speed. In addition, each creature moving through the area takes 1d8 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save to avoid injuries to its feet and legs. A failed save causes the creature's speed to be reduced to half normal for 24 hours or until the injured creature receives a cure spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

Summon Nature's Ally IV

Level: Geomancer 4

This spell functions like *Summon Nature's Ally I*, except that you can summon a creature of the animal, fey, magical beast, outsider with the elemental subtype, or a giant type with a CR rating of 4 or lower, 1d3 3rd-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Volcanic Storm

Enfeebling/Elemental (Fire)

Level: Black Mage/Geomancer 4

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Cylinder (20-ft. radius, 40 ft. high)

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Chunks of hot volcanic rock and clumps of ash pound down when this spell is cast, dealing 3d6 points of bludgeoning damage and 2d6 points of fire damage to every creature in the area. This damage only occurs once,

when the spell is cast. For the remaining duration of the spell, heavy ash rains down in the area. Creatures inside this area take a –4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the rock and ash disappear, leaving no aftereffects (other than the damage dealt).

Water Walk, Communal

Enhancing/Elemental (Water)

Level: Black Mage/White Mage/Red Mage/Geomancer 4

Targets: Creatures touched

This spell functions like *water walk*, except you divide the duration in 10-minute intervals among the creatures touched.

5TH-LEVEL GEOMANCER SPELLS

Air Walk, Communal

Enhancing/Elemental (Wind)

Level: White Mage/Geomancer 5

Targets: Creatures touched

This spell functions like *air walk*, except divide the duration in 10-minute intervals among the creatures touched.

Call Lightning Storm

Elemental (Lightning)

Level: Geomancer 5

Range: Long (400 ft. + 40 ft./level)

This spell functions like *call lightning*, except that each bolt deals 5d6 points of lightning damage (or 5d10 if created outdoors in a stormy area), and you may call a maximum of 15 bolts.

Control Winds

Elemental (Wind)

Level: Geomancer 5

Casting Time: 1 standard action

Range: 40 ft./level

Area: 40 ft./level radius cylinder 40 ft. high

Duration: 10 minutes/level (D)

Saving Throw: Fortitude negates

Spell Resistance: No

You alter wind force in the area surrounding you. You can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or until you choose to alter your handiwork, which requires concentration. You may create an "eye" of calm air up to 80 feet in diameter at the center of the area if you so desire, and you may choose to limit the area to any cylindrical area less than your full limit.

Wind Direction: You may choose one of four basic wind patterns to function over the spell's area.

- A downdraft blows from the center outward in equal strength in all directions.
- An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.

- Rotation causes the winds to circle the center in clockwise or counterclockwise fashion.
- A blast simply causes the winds to blow in one direction across the entire area from one side to the other.

Wind Strength: For every three caster levels, you can increase or decrease wind strength by one level. Each round on your turn, a creature in the wind must make a Fortitude save or suffer the effect of being in the windy area. See Environment for more details.

Strong winds (21+ mph) make sailing difficult.

A severe wind (31+ mph) causes minor ship and building damage.

A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.

Hurricane force winds (75+ mph) destroy wooden buildings, uproot large trees, and cause most ships to founder.

A tornado (175+ mph) destroys all nonfortified buildings and often uproots large trees.

Elemental Body II

Elemental (all)

Level: Black Mage/Geomancer 5

This spell functions as *elemental body I*, except that it also allows you to assume the form of a Medium air elemental, Medium earth elemental, Medium fire elemental, Medium ice elemental, Medium lightning elemental, or Medium water elemental. The abilities you gain depend upon the elemental.

- **Air elemental:** As *elemental body I* except that you gain a +4 size bonus to your Dexterity and a +3 natural armor bonus.
- **Earth elemental:** As *elemental body I* except that you gain a +4 size bonus to your Strength and a +5 natural armor bonus.
- **Fire elemental:** As *elemental body I* except that you gain a +4 size bonus to your Dexterity and a +3 natural armor bonus.
- **Ice elemental:** As *elemental body I* except that you gain a +4 size bonus to your Constitution and a +3 natural armor bonus.
- **Lightning elemental:** As *elemental body I* except that you gain a +4 size bonus to your Dexterity and a +3 natural armor bonus.
- **Water elemental:** As *elemental body I* except that you gain a +4 size bonus to your Strength and a +5 natural armor bonus.

Fickle Winds

Elemental (Wind)

Level: Geomancer 5

Casting Time: 1 standard action

Range: One or more Medium creatures/level, no two of which can be more than 30 ft. apart

Area: 40 ft./level radius cylinder 40 ft. high

Duration: 1 minute/level (D)

Saving Throw: None (see text)

Spell Resistance: Yes

You create a mobile cylinder of wind encompassing every target of the spell and protecting them as *wind wall*, but not interfering with them in any way. For example, arrows and bolts fired at the targets are deflected upward and miss, but the targets' own arrows or bolts pass through the wall as if it were not there.

A Large creature counts as 4 Medium creatures for the purpose of how many targets you can effect with the spell; a Huge creature counts as 8, a Gargantuan creature as 16, and a Colossal creature as 32. This spell has no effect within the area of a higher-level wind or weather spell.

Fire Snake

Elemental (Fire)

Level: Black Mage/Geomancer 5

Casting Time: 1 standard action

Range: 60 ft.

Area: See text

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You create a sinuous line of flames that you may shape as desired. The fire snake affects one 5-foot square per caster level, and each square must be adjacent to the previous square, starting with you. The fire snake may not extend beyond its maximum range. Creatures in the path of the fire snake take 1d6 points of fire damage per caster level (maximum 15d6).

Flight

Enhancing/Elemental (Wind)

Level: Astrologian/Black Mage/Red Mage/White Mage/Time Mage/Geomancer 5

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This spell functions like a *fly* spell, except you can fly at a speed of 40 feet (30 feet if wearing chain or plate armor, or if carrying a medium or heavy load). When using this spell for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means you can cover 64 miles in an 8-hour period of flight (or 48 miles at a speed of 30 feet).

Icy Prison

Enfeebling/Elemental (Ice)

Level: Black Mage/Geomancer 5

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 minute/level; see text

Saving Throw: Reflex partial

Spell Resistance: Yes

You trap the target in solid ice 1 inch thick per caster level. If the creature fails its save, it is helpless, but can still breathe (the ice blocks line of effect to the target). If the target makes its save, it gains the entangled condition but can otherwise act normally. Whether or not the target saves, it takes 1 point of ice damage per caster

level each round it is helpless or entangled in the ice. The ice has hardness 0 and 3 hit points per inch of thickness; if broken, the creature is freed. A creature can break the ice as a full-round action with a successful Strength check (DC 15 + your caster level).

Lightning Arc

Elemental (Lightning)

Level: Black Mage/Geomancer 5

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: Two creatures or objects which must be no more than 60 ft. apart

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes; see text

You generate an arc of lightning between two targets. The lightning deals 1d6 points of lightning damage per caster level (maximum 15d6) to both targets and any creatures in a line connecting them. The spell fails if there is no line of effect between the targets. *Lightning arc* sets fire to combustibles and damages objects in its path. It can melt metals that have a low melting point, such as lead, gold, copper, silver, or bronze.

Passwall

Elemental (Earth)

Level: Black Mage/White Mage/Geomancer 5

Casting Time: 1 standard action

Range: Touch

Effect: 5-ft.-by-8-ft. opening, 10 ft. deep plus 5 ft. deep per three additional levels

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You create a passage through plaster or stone walls, but not through metal or other harder materials. The passage is 10 feet deep plus an additional 5 feet deep per three caster levels above 9th (15 feet at 12th, 20 feet at 15th, and a maximum of 25 feet deep at 18th level). If the wall's thickness is more than the depth of the passage created, then a single *passwall* simply makes a niche or short tunnel. Several *passwall* spells can then form a continuing passage to breach very thick walls. When *passwall* ends, creatures within the passage are ejected out the nearest exit. If someone dispels the *passwall* or you dismiss it, creatures in the passage are ejected out the far exit, if there is one, or out the sole exit if there is only one.

Protection from Elements, Communal

Enhancing

Level: Astrologian/Black Mage/White Mage/Red Mage/Geomancer 5

Targets: Creatures touched

This spell functions like *protection from elements*, except you divide the duration in 10-minute intervals among the creatures touched. Once the spell absorbs 12 points of elemental damage per caster level (maximum 120 points) for a subject, the spell's effects end for that subject.

Stoneskin

Enhancing/Elemental (Earth)

Level: Astrologian/Black Mage/White Mage/Red Mage 4/Geomancer 5

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You beckon the earth to absorb into the subject's skin reducing the damage from physical attacks. For the duration of the spell, the target receives Damage Reduction 10/adamantine. It ignores the first 10 points of damage each time it takes damage from physical attacks, though an adamantine weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

Summon Nature's Ally V

Level: Geomancer 5

This spell functions like *Summon Nature's Ally I*, except that you can summon a creature of the animal, fey, magical beast, outsider with the elemental subtype, or a giant type with a CR rating of 6 or lower, 1d3 4th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Transmute Mud to Rock

Elemental (Earth)

Level: Geomancer 5

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to two 10-ft. cubes/level (S)

Duration: Permanent

Saving Throw: See text

Spell Resistance: No

This spell permanently transforms normal mud or quicksand of any depth into soft stone (sandstone or a similar mineral).

Any creature in the mud is allowed a Reflex save to escape before the area is hardened to stone.

Transmute mud to rock counters and dispels *transmute rock to mud*.

Transmute Rock to Mud

Elemental (Earth)

Level: Geomancer 5

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to two 10-ft. cubes/level (S)

Duration: Permanent

Saving Throw: See text

Spell Resistance: No

This spell turns natural, uncut, or unworked rock of any sort into an equal volume of mud. Magical stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing a -2 penalty on attack rolls and AC. Brush or similar material thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

If transmute rock to mud is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the targeted area, or half damage to those who succeed on Reflex saves.

Castles and large stone buildings are generally immune to the effect of the spell, since transmute rock to mud can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful dispel magic or transmute mud to rock spell restores its substance but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Transmute rock to mud counters and dispels *transmute mud to rock*.

Wall of Fire

Elemental (Fire)

Level: Black Mage 4/Geomancer 5

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft./two levels; either form 20 ft. high

Duration: Concentration + 1 round/level

Saving Throw: None

Spell Resistance: Yes

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears, and to all creatures in the area on your turn each round. In addition, the wall deals 2d6 points of fire damage + 1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points or more of fire damage in 1 round, that length goes away. (Do not divide fire damage by 2, as normal for objects.)

Wall of Ice

Elemental (Ice)

Level: Black Mage 4/Geomancer 5

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level

Duration: 1 min./level

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall

as it is being formed. A successful save indicates that the spell automatically fails. Fire can melt a wall of ice, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a wall of ice creates a great cloud of steamy fog that lasts for 10 minutes.

- **Ice Plane:** A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level black mage can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or any other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides. Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level. Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of ice damage + 1 point per caster level (no save).
- **Hemisphere:** The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per caster level. The hemisphere is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.

6TH-LEVEL GEOMANCER SPELLS

Binding Earth, Mass

Enfeebling/Elemental (Earth)

Level: Geomancer 6

Target: One creature or object/level, no two of which can be more than 30 ft. apart

This spell functions as *binding earth*, except as noted above.

Blazing Winds

Enfeebling/Elemental (Fire/Wind)

Level: Black Mage/Geomancer 6

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (20-ft. radius, 60 ft. high)

Duration: 1 round/level (D)

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

A blast of furnace-hot wind blasts downward, inflicting 4d6 fire damage +1 point per caster level to all creatures in the area and knocking them prone. A successful Fortitude save halves the fire damage and negates being knocked prone. Flying creatures forced into the ground by the powerful downdraft take damage as if they fell unless they make a DC 15 Acrobatics check, in which case they remain at their original altitude.

Any creature that takes damage from a *blazing winds* becomes fatigued (or exhausted, if already fatigued, such as from a previous round of exposure to a *blazing winds* spell). Creatures with the water subtype take a -4 penalty on all saving throws against this spell and take double normal damage.

Cometra

Elemental (Earth/Fire)

Level: Black Mage/Geomancer 6

Area: Two 20-ft.-radius spheres

This spell functions like *Comet*, except it summons two comets instead. You direct each of the comets within 30 feet of each other. Creatures hit with multiple comets must make multiple Reflex saves.

Dispel, Greater

Enfeebling

Level: Astrologian/Black Mage/Geomancer/Illusionist/Necromancer/Red Mage/Time Mage/White Mage 6

Target or Area: One spellcaster, creature, or object; or a 20-ft.-radius burst

This spell functions like *dispel*, except that it can end more than one spell on a target and it can be used to target multiple creatures.

You choose to use *greater dispel* in one of three ways: a *targeted dispel*, *area dispel*, or a *counterspell*:

Targeted Dispel: This functions as a targeted *dispel*, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.

Area Dispel: When *greater dispel* is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by *dispel*. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the *greater dispel* spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the *greater dispel* spell, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*) is in the area, apply the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell: This functions as *dispel*, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.

Elemental Assessor

Elemental (Earth, Fire, Ice, Lightning)

Level: Black Mage/Geomancer 6

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One elemental ray

Duration: 1d4+1 rounds (see text)

Saving Throw: None

Spell Resistance: Yes

A ray of spiraling colors springs from your hand and streaks to its target. You must make a successful ranged touch attack to hit your target with the ray, which deals 2d6 points of earth damage, 2d6 points of fire damage, 2d6 points of ice damage, and 2d6 points of lightning damage. The type of energy that does the most points of damage to the target then persists, dealing another 4d6 points of that type of damage per round for 1d4+1 rounds.

Freezing Sphere

Elemental (Ice)

Level: Black Mage/Geomancer 6

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target, Effect, or Area: See text

Duration: Instantaneous or 1 round/level; see text

Saving Throw: Reflex half; see text

Spell Resistance: Yes

This spell creates a frigid globe of ice energy that streaks from your fingertips to the location you select, where it explodes in a 40-foot-radius burst, dealing 1d6 points of ice damage per caster level (maximum 15d6) to each creature in the area and inflicting the Frozen status effect. A creature of the water subtype instead takes 1d8 points of ice damage per caster level (maximum 15d8) and is staggered for 1d4 rounds. A successful Reflex save reduces the damage by half and negates the status effect.

If the freezing sphere strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches in a 40-foot radius. This ice lasts for 1 round per caster level. Creatures that were swimming on the surface of a targeted body of water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must make a DC 25 Strength check or a DC 25 Escape Artist check to do so.

You can refrain from firing the globe after completing the spell, if you wish. Treat this as a touch spell for which you are holding the charge. You can hold the charge for as long as 1 round per level, at the end of which time the freezing sphere bursts centered on you (and you receive no saving throw to resist its effect). Firing the globe in a later round is a standard action.

Elemental Body III

Elemental (all)

Level: Black Mage/Geomancer 6

This spell functions as *elemental body II*, except that it also allows you to assume the form of a Large air elemental, Large earth elemental, Large fire elemental, Large ice elemental, Large lightning elemental, or Large water elemental. The abilities you gain depend upon the type of elemental into which you change. You are also immune to bleed damage, critical hits, and sneak attacks while in elemental form.

- **Air elemental:** As *elemental body I* except that you gain a +2 size bonus to your Strength, +4 size bonus to your Dexterity, and a +4 natural armor bonus.
- **Earth elemental:** As *elemental body I* except that you gain a +6 size bonus to your Strength, a -2 penalty on your Dexterity, a +2 size bonus to your Constitution, and a +6 natural armor bonus.
- **Fire elemental:** As *elemental body I* except that you gain a +4 size bonus to your Dexterity, a +2 size bonus to your Constitution, and a +4 natural armor bonus.
- **Ice elemental:** As *elemental body I* except that you gain a +6 size bonus to your Constitution, a +2 size bonus to your Strength, a -2 penalty on your Dexterity, and a +6 natural armor bonus.
- **Lightning elemental:** As *elemental body I* except that you gain a +4 size bonus to your Dexterity, a +2 size bonus to your Strength, and a +4 natural armor bonus.
- **Water elemental:** As *elemental body I* except that you gain a +2 size bonus to your Constitution, a -2 penalty on your Dexterity, a +6 size bonus to your Strength, and a +6 natural armor bonus.

Icy Blast

Elemental (Ice)

Level: Black Mage/Geomancer 6
Casting Time: 1 standard action
Range: 30 ft.
Area: 30-ft. line
Duration: Instantaneous
Saving Throw: Reflex half; see text
Spell Resistance: Yes

You create a shredding flurry of ice slivers, which blast from your hand in a line. The line deals 1d6 points of ice damage per caster level (maximum 15d6) and inflicting the Frozen status effect. A successful Reflex save reduces the damage by half and negates the status effect.

Move Earth

Elemental (Earth)
Level: Black Mage/Geomancer 6
Casting Time: See text
Range: Long (400 ft. + 40 ft./level)
Area: Dirt in an area up to 750 ft. square and up to 10 ft. deep (S)
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell moves dirt (clay, loam, sand, and soil), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth.

In no event can rock formations be collapsed or moved. The area to be affected determines the casting time. For every 150-foot square (up to 10 feet deep), casting takes 10 minutes. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacial fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle. This spell has no effect on earth creatures.

Path of the Winds

Elemental (Wind)
Level: Black Mage/Geomancer/White Mage 6
Casting Time: 1 standard action
Range: 100 ft.
Effect: 40-ft.-high downdraft of wind in a 100-foot line
Duration: Concentration + 1 round
Saving Throw: Fort negates
Spell Resistance: Yes

With a sweeping gesture, you call forth mighty winds to clear a path ahead of you. The winds are the equivalent of a windstorm. During the first round of the spell, the winds sweep the designated area clear of anything of Small or smaller size, blowing it outward to the sides of the spell's effect (50% chance of landing on either side). You may move within the effect without penalty, though all other creatures are subject to the wind's ef-

fects. On the second and all later rounds of the spell, the edges of the effect are treated as a *wind wall*. If the effect includes a body of water or other liquid, the winds create a channel up to 40 feet deep into the surface of the liquid. On your turn as a move action, you can move the effect of this spell, either rotating it at one of its ends up to 45 degrees, or moving it up to 50 feet in line with its current orientation (toward you or away from you).

Stoneskin, Communal

Enhancing/Elemental (Earth)

Level: Astrologian/Black Mage/White Mage/Red Mage 5/Geomancer 6

Targets: Creatures touched

This spell functions like *stoneskin*, except you divide the duration in 10 minute intervals among the creatures touched. Once the spell has prevented 10 points of damage per caster level (maximum 150 points) for a subject, the spell's effects end for that subject.

Summon Nature's Ally VI

Level: Geomancer 6

This spell functions like *Summon Nature's Ally I*, except that you can summon a creature of the animal, fey, magical beast, outsider with the elemental subtype, or a giant type with a CR rating of 8 or lower, 1d3 5th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Wall of Stone

Elemental (Earth)

Level: Black Mage/White Mage 5/Geomancer 6

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Stone wall whose area is up to one 5-ft. square/level (S)

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

This spell creates a wall of rocks that merges into adjoining rock surfaces. A *wall of stone* is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

You can create a wall of stone in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by normal means such as breaking and chipping. Each 5-foot square of the wall has hardness 8 and 15 hit points per inch of thickness. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a *wall of stone*, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

Wind Walk

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Geomancer 6
Casting Time: 1 standard action
Range: Touch
Targets: You and one touched creature per three levels
Duration: 1 hour/level (D); see text
Saving Throw: None and Will negates (harmless)
Spell Resistance: No and yes (harmless)

You alter the substance of your body to a cloud-like vapor and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently.

Normally, a wind walker flies at a speed of 10 feet with perfect maneuverability. If desired by the subject, a magical wind wafts a wind walker along at up to 600 feet per round (60 mph) with poor maneuverability. Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

A wind walker can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the spell (as does any time spent in physical form). As noted above, you can dismiss the spell, and you can even dismiss it for individual wind walkers and not others.

For the last minute of the spell's duration, a wind walker in cloud form automatically descends 60 feet per round (for a total of 600 feet), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

7TH-LEVEL GEOMANCER SPELLS

Control Weather

Elemental (Wind)
Level: Geomancer 7
Casting Time: 10 minutes; see text
Range: 2 miles
Area: 2-mile-radius circle, centered on you; see text
Duration: 4d12 hours; see text
Saving Throw: None
Spell Resistance: No

You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in. You can also use this spell to cause the weather in the area to become calm and normal for the season.

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather--where lightning strikes, for example, or the exact path of a tornado. The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Season	Possible Weather
--------	------------------

Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring

Elemental Body IV

Elemental (all)

Level: Black Mage/Geomancer 7

This spell functions as *elemental body III*, except that it also allows you to assume the form of a Huge air elemental, Huge earth elemental, Huge fire elemental, Huge ice elemental, Huge lightning elemental, or Huge water elemental. The abilities you gain depend upon the type of elemental into which you change. You are also immune to bleed damage, critical hits, and sneak attacks while in elemental form and gain DR 5/—.

- **Air elemental:** As *elemental body I* except that you gain a +4 size bonus to your Strength, +6 size bonus to your Dexterity, and a +4 natural armor bonus. You also gain fly 120 feet (perfect).
- **Earth elemental:** As *elemental body I* except that you gain a +8 size bonus to your Strength, a -2 penalty on your Dexterity, a +4 size bonus to your Constitution, and a +6 natural armor bonus.
- **Fire elemental:** As *elemental body I* except that you gain a +6 size bonus to your Dexterity, a +4 size bonus to your Constitution, and a +4 natural armor bonus.
- **Ice elemental:** As *elemental body I* except that you gain a +4 size bonus to your Strength, a -2 penalty on your Dexterity, a +8 size bonus to your Constitution, and a +6 natural armor bonus. You also gain swim 90 feet and burrow 20 feet (only through ice and snow).
- **Lightning elemental:** As *elemental body I* except that you gain a +6 size bonus to your Dexterity, a +4 size bonus to your Strength, and a +4 natural armor bonus. You also gain fly 120 feet (perfect).
- **Water elemental:** As *elemental body I* except that you gain a +4 size bonus to your Constitution, a -2 penalty on your Dexterity, a +8 size bonus to your Strength, and a +6 natural armor bonus. You also gain swim 90 feet.

Fire Storm

Elemental (Fire)

Level: Black Mage 8/Geomancer 7

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Two 10-ft. cubes per level (S)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

When this spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, or any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of fire damage per caster level (maximum 20d6). Creatures that fail their Reflex save suffer the Burning status effect.

Fluid Form

Enhancing/Elemental (Water)

Level: Black Mage/White Mage/Geomancer 7

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

When you cast this spell, your body takes on a slick, oily appearance. For the duration of this spell, your form can stretch and shift with ease and becomes slightly transparent, as if you were composed of liquid. This transparency is not enough to grant concealment. You gain DR 10/slashing and your reach increases by 10 feet. In addition, you can pass through small holes or narrow openings, even mere cracks, with anything you were carrying at the time the spell was cast (except other creatures). Finally, you can move through water with a swim speed of 60 feet and can breathe both water and air for the duration of this effect. You are treated as if you had the water subtype while this spell is in effect.

Fly, Mass

Enhancing/Elemental (Wind)

Level: Astrologian/Black Mage/White Mage/Geomancer 7

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 10 minute/level

This spell functions as *fly*, except that it can target numerous creatures and lasts longer.

Ice Body

Enhancing/Elemental (Ice)

Level: Black Mage/White Mage/Geomancer 7

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

Your form transmutes into living ice, granting you several abilities. You gain the ice subtype and damage reduction 5/magic. You are immune to ability score damage, blindness, critical hits, deafness, disease, drowning, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attack deals damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters) plus 1d6 points of ice damage and inflicts the Frozen status effect. You are considered armed when making unarmed attacks. You may burrow through non-magical ice or snow at your base speed as easily as a fish swims through water. You can move through magical ice and snow if you succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the effect; you automatically succeed on caster level checks against effects that you created. Your passage through snow and ice in this fashion leaves behind no tunnel or hole.

Polar Ray

Enfeebling/Elemental (Ice)

Level: Black Mage 8/Geomancer 7

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A blue-white ray of freezing air and ice springs from your hand. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of ice damage per caster level (maximum 25d6) and 1d4 points of Dexterity drain.

Plane Shift

Chronomancy

Level: Geomancer/Time Mage 7

Casting Time: 1 standard action

Range: Touch

Target: Creature touched, or up to eight willing creatures joining hands

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination. Plane shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back (including casting plane shift again).

Scouring Winds

Enfeebling/Elemental (Wind)

Level: Black Mage/Geomancer 7

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Sandstorm in 20-ft. radius, 20 ft. high

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes; see text

This spell brings forth a windstorm of stinging sand that blocks all vision. You can move the storm up to 30 feet each round as a move action. Any creature in the area takes 3d6 points of wind damage each round. The area is considered a windstorm. If a creature with spell resistance successfully resists this spell, it is unaffected by the winds and sand, but still unable to see within the area of the spell.

Summon Nature's Ally VII

Level: Geomancer 7

This spell functions like *Summon Nature's Ally I*, except that you can summon a creature of the animal, fey, magical beast, outsider with the elemental subtype, or a giant type with a CR rating of 10 or lower, 1d3 6th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Vortex

Elemental (Water)

Level: Black Mage/Geomancer 7

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: Whirlpool 50 ft. deep, 30 ft. wide at top, and 5 ft. wide at base

Duration: 1 round/level (D)

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

You create a powerful and immobile whirlpool in any body of liquid large enough to contain the spell's effect. Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of water damage. A Medium or smaller creature that fails its first save must succeed on a second one or be pulled into the whirlpool and held suspended in its powerful currents, taking 1d8 points of water damage each round on your turn with no save allowed.

You may direct the whirlpool to eject any carried creatures whenever you wish. A boat that is equal in length or shorter than the vortex's width that passes through a vortex takes 6d6 points of water damage and is caught up by the current. If the boat's captain makes a DC 25 Profession (sailor) check (or if the boat is longer than the vortex's width), the boat takes only half damage and is not caught up by the vortex.

Word of Recall

Summoning

Level: Geomancer 7

Casting Time: 1 standard action

Range: Unlimited

Target: You and touched objects or other willing creatures

Duration: Instantaneous

Saving Throw: None or Will negates (harmless, object)

Spell Resistance: No or yes (harmless, object)

Word of recall teleports you instantly back to your sanctuary when the word is uttered. You must designate the sanctuary when you prepare the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. You can be transported any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, any objects you carry, as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. Exceeding this limit causes the spell to fail.

An unwilling creature can't be teleported by word of recall. Likewise, a creature's Will save (or Spell Resistance) prevents items in its possession from being teleported. Unattended, non-magical objects receive no saving throw.

8TH-LEVEL GEOMANCER SPELLS

Earth Rupture

Elemental (Earth)

Level: Geomancer 8

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 80-ft.-radius spread (S)

Duration: 1 round

Saving Throw: See text

Spell Resistance: No

When you cast *earth rupture*, an intense but highly localized tremor rips the ground. The powerful shockwave created by this spell knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a Concentration check (DC 20 + spell level) or lose any spell he or she tries to cast. The *earth rupture* affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an *earth rupture* spell depends on the nature of the terrain where it is cast.

- **Cave, Cavern, or Tunnel:** The roof collapses, dealing 8d6 points of damage to any creature caught under the cave-in (Reflex DC 15 half) and pinning that creature beneath the rubble (see below). An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris and rubble.
- **Cliffs:** Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it falls vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).
- **Open Ground:** Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). The fissures are 40 feet deep. At the end of the spell, all fissures grind shut. Treat all trapped creatures as if they were in the bury zone of an avalanche, trapped without air (see Environment for more details).
- **Structure:** Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).
- **River, Lake, or Marsh:** Fissures open under the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.
- **Pinned Beneath Rubble:** Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

Fiery Body

Enhancing/Elemental (Fire)

Level: Black Mage 9/Geomancer 8

Casting Time: 1 standard action

Range: Personal
Target: You
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

This spell transforms your body into living flame. You and your equipment are immune to fire damage. In fact, every time you would normally take damage from fire, you are instead healed of damage at a rate of 1 point per 3 points of damage the fire attack would have normally inflicted. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, poison, stunning, and all spells that affect your physiology or respiration. You take only half damage from ice. You take twice as much damage from water damage than normal.

You gain a +6 enhancement bonus to your Dexterity score and a fly speed of 40 ft. (perfect maneuverability). Your unarmed attack deals an additional 3d6 points of fire damage, inflicts Burning status effect, and you are considered armed when making unarmed attacks. Your body burns so brightly that creatures that do not avert their gaze from you are dazzled. Fire spells you cast have their save DCs increased by +1. If you enter water, you are surrounded by a 5-foot radius of steam and bubbles that grant you concealment (50% miss chance) but you take 2d6 points of water damage each round you remain in water.

Icy Prison, Mass

Enfeebling/Elemental (Ice)
Level: Black Mage 9/Geomancer 8
Target: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions as *icy prison*, except as noted above.

Iron Body

Enhancing/Elemental (Earth)
Level: Black Mage/White Mage/Geomancer 8
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level (D)

This spell transforms your body into living iron, which grants you several powerful resistances and abilities. You gain damage reduction 15/adamantine. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, earth, lightning, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You take only half damage from acid and fire.

You gain a +6 enhancement bonus to your Strength score, but you take a -6 penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You have an arcane spell failure chance of 35% and a -6 armor check penalty, just as if you were clad in full adamantite plate armor. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attack deals damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters), and you are considered armed when making unarmed attacks.

Your weight increases by a factor of 10, causing you to sink in water like a stone. However, you could survive the lack of air at the bottom of the ocean--at least until the spell duration expires.

Lightning Form

Enhancing/Elemental (Lightning)

Level: Black Mage 9/Geomancer 8

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You may transform into lightning as a standard action and instantly travel in a straight line to a distance of up to 120 feet, rematerializing in the new location as a free action. This movement does not provoke attacks of opportunity. Creatures in this line take 10d6 points of lightning damage and are staggered for 1 round (a successful Reflex save halves the damage and negates the staggered condition, spell resistance applies). Objects in your path are damaged as well, with combustible objects being set ablaze and metals with low melting points melted. If your path is interrupted by a barrier or otherwise deflected, you materialize short of your final destination in the nearest open space; targets in the line to that point take damage as normal. You are immune to the lightning element while this spell lasts.

Seamantle

Enhancing/Elemental (Water)

Level: Black Mage/White Mage/Geomancer 8

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You sheathe yourself within a churning column of pure elemental water up to 30 feet high that fills your space. You gain a swim speed equal to your land speed and can see, hear, and breathe normally within the seamantle, but attacks against you are treated as if you were under the surface of the water. You gain improved cover (+8 cover bonus to AC, +4 bonus on Reflex saves) against foes that do not have a swim speed. The cover granted by the seamantle does not enable you to make Stealth checks or prevent attacks of opportunity. Magical attacks against you are unaffected unless they require attack rolls or state that they do not function underwater.

The seamantle blocks line of effect for any fire spell or supernatural fire effect, but enemies can attempt to use fire spells within the seamantle; this requires a caster level check (DC 20 + spell level), and if successful the fire spell takes as a bubble of steam contained within the seamantle rather than its usual effect.

The seamantle allows you to make a slam attack by forming a pseudopod of water, inflicting damage appropriate for your size. This slam attack has a reach of 30 feet. In addition, as a standard action, you can attempt to extinguish fires by touch.

You automatically extinguish up to a 10-foot cube of normal fire. Against magical fire effects, your touch acts as dispel; this also applies to any non-instantaneous fire effect that comes into contact with you. Even if you fail to extinguish a fire, you are not harmed by it. A weapon with a material that deals fire damage that strikes you has its power suppressed for 1d4 rounds.

Stormbolts

Elemental (Lightning)

Level: Black Mage/Geomancer 8

Casting Time: 1 standard action

Range: 30 ft.

Area: A 30-ft.-radius spread, centered on you

Duration: Instantaneous

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

When you cast this spell, lightning spills forth from your body in all directions. The bolts do not harm natural vegetation or creatures in the area you wish to exclude from damage. Any other creatures within the area take 1d6 points of lightning damage per caster level (maximum 15d6), inflicted with the Static status effect, and are stunned for 1 round. A successful Saving Throw halves the damage and negates the stun and status effect.

Summon Nature's Ally VIII

Level: Geomancer 8

This spell functions like *Summon Nature's Ally I*, except that you can summon a creature of the animal, fey, magical beast, outsider with the elemental subtype, or a giant type with a CR rating of 12 or lower, 1d3 7th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Wall of Lava

Elemental (Earth/Fire)

Level: Black Mage/Geomancer 8

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Lava wall whose area is up to one 5-ft. square/level (S)

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

This spell creates a vertical *wall of lava* that is 1 inch thick for every 4 caster levels and composed of up to one 5-foot square per level. A *wall of lava's* maximum height cannot exceed half of its width (with a minimum height of 5 feet). The wall cannot be conjured so that it occupies the same space as a creature or object. A section of a *wall of lava* can be destroyed by damage (hardness 4, hp 90), but if a section is destroyed, the remaining lava in the wall immediately fills in any such hole created, reducing the wall's overall size by one 5-foot square but remaining a contiguous barrier. Each time a weapon strikes a *wall of lava*, it takes 2d6 points of fire damage (or the creature who strikes the wall takes 2d6 points of fire damage if the attack was via an unarmed strike or natural attack).

A creature can move through a *wall of lava* as a full-round action by making a DC 25 Strength check-failure indicates that the creature is pushed back out of the wall to the point he just attempted to leave. A creature with a burrow speed can move through the wall using its burrow speed. An attempt to move through a *wall of lava* inflicts 20d6 points of fire damage. A *wall of lava* also radiates heat as if it were a wall of fire, although the heat from a *wall of lava* radiates from both sides.

Once per round as a move action, you can direct the wall of lava to erupt. This causes a plume of lava to fire at any target within 60 feet of either side of the wall, but reduces the wall's overall size by 1d4 5-foot square sections. You must make a ranged touch attack to hit the target, which takes 10d6 points of fire damage on a hit. Holes created in a *wall of lava* from this effect instantly reseal, reducing the overall size of the wall.

All damage inflicted by physical contact with a *wall of lava* continues for 1d3 rounds after exposure ceases, but this additional damage is only half that dealt during actual contact (that is, 1d6 or 5d6 or 10d6 points per round).

Whirlwind

Elemental (Wind)

Level: Geomancer 8

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: Cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall

Duration: 1 round/level (D)

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a speed of 60 feet per round. You can concentrate on controlling the cyclone's every movement or specify a simple program. Directing the cyclone's movement or changing its programmed movement is a standard action for you. The cyclone always moves during your turn. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (You can't regain control of the cyclone, even if it comes back within range.)

Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of wind damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 1d8 points of wind damage each round on your turn with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

9TH-LEVEL GEOMANCER SPELLS

Clashing Rocks

Elemental (Earth)

Level: Black Mage/Geomancer 9

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: See text

Duration: Instantaneous

Saving Throw: Reflex partial; see text

Spell Resistance: No

You create two Colossal-sized masses of rock, dirt, and stone and slam them together against a single creature between them. The *clashing rocks* appear up to 30 feet away from the target on opposite sides and rush toward it with a mighty grinding crash. You must make a ranged touch attack to hit the target with the rocks. The *clashing rocks* ignore concealment and cover, and if there is a solid barrier between the target and either of the *clashing rocks*, the spell has a +28 bonus on the Strength check to burst through the barrier and continue unimpeded to the target. A creature struck by the *clashing rocks* takes 20d6 points of damage (half earth and half bludgeoning) and is knocked prone. If the target fails a Reflex Saving Throw, it is also buried under the resulting rubble as if by a cave-in.

If the *clashing rocks* miss the target, the target still takes 10d6 points of damage (half earth and half bludgeoning) from falling rocks and is knocked prone. A successful Reflex save reduces this damage to half and the target remains standing. Creatures other than the target that occupy the spaces where the *clashing rocks* appear or within their path (30 feet wide, 30 feet high, and up to 60 feet long) must also make Reflex saves or take 10d6

points of damage (half earth and half bludgeoning) and be knocked prone (save for half and remain standing). A creature can only take damage once from the *clashing rocks*, no matter how many times the *clashing rocks* pass over a target creature.

Elemental Swarm

Summoning/Elemental

Level: Geomancer 9

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Two or more summoned creatures, no two of which can be more than 30 ft. apart

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell opens a portal to an Elemental Plane and summons elementals from it. A geomancer can choose any plane (Air, Earth, Fire, or Water). When the spell is complete, 2d4 Large elementals appear. Ten minutes later, 1d4 Huge elementals appear. Ten minutes after that, one greater elemental appears. Each elemental has maximum hit points per HD. Once these creatures appear, they serve you for the duration of the spell. The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the elementals. You can dismiss them singly or in groups at any time. When you use a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type.

Iceburg

Summoning/Elemental (Ice)

Level: Geomancer 9

Casting Time: 1 round

Range: Unlimited

Target or Area: Anchored area of ice up to one 100-ft. square per level, 20 ft. thick

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This spell creates an anchored upright plane of ice anywhere within the caster's line-of-sight. An iceberg cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created, though it can mold its edges to form a snug fit against any terrain it is cast on or adjacent to. Any creature adjacent to the iceberg when it is created may attempt a Reflex save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails. Fire can melt an iceberg and it deals full damage to it (instead of the normal half damage taken by objects). Suddenly melting an iceberg creates a great cloud of steamy fog that lasts for 1 hour.

The iceberg is 20 feet thick. It covers up to a 100-foot-square area per caster level (so a 20th-level geomancer can create a wall of ice 2,000 feet long and 100 feet high, a wall 1,000 feet long and 200 feet high, or any other combination of length and height that does not exceed 200,000 square feet). The entire area of the spell must be within the caster's line of sight, which frequently limits the practical maximum size of the spell. The plane must be oriented to be straight up and down, it is not possible to use *iceburg* to create a ramp or tilted slope, or to lay it flat along the ground. An iceberg must either be anchored on the floor or be anchored on two opposite sides.

Each 100-foot square of wall has 300 hit points. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 25 + caster level. Even when the ice has been broken through, a sheet of frigid air re-

mains. Any creature stepping through it (including the one who broke through the wall) takes 5d6 points of ice damage + 1 point per caster level (no save).

Meteor

Elemental (Earth/Fire)

Level: Black Mage/Geomancer 9

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Four 20-ft.-radius spheres

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You summon four molten meteors into the sky to rain upon your enemies. You direct each of the spheres within 30 feet of each other. Those within the area of effect take 10d6 points of damage (half in fire damage, the other half in earth damage), a Reflex save for half damage. Creatures hit with multiple meteors must make multiple Reflex saves.

Summon Nature's Ally IX

Level: Geomancer 9

This spell functions like *Summon Nature's Ally I*, except that you can summon a creature of the animal, fey, magical beast, outsider with the elemental subtype, or a giant type with a CR rating of 14 or lower, 1d3 8th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Tsunami

Elemental (Water)

Level: Black Mage/Geomancer 9

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: 10-ft.-deep wave 10 ft. wide/level and 2 ft. tall/level

Duration: 5 rounds

Saving Throw: See text

Spell Resistance: No

You create a massive wave of water that then moves in a straight line across water or land-you select the direction the wave travels (which must be perpendicular to its width), but once set in motion, the wave cannot change course. Over the surface of open water, the wave travels at a speed of 60 feet per round-on land or underwater, the wave travels at a speed of 30 feet per round.

Creatures struck by a tsunami take 8d6 points of water damage (a Fortitude save halves this damage). In addition, the tsunami makes a special Attack roll against any creature it strikes, the wave's Attack roll is equal to your caster level + your Intelligence modifier + 8 (for the wave's size). The defender makes an opposed Strength check, if the defender fails, the creature is knocked prone and carried along by the wave. A creature carried along by a tsunami can attempt to escape the wave on its turn as a standard action by making a Swim check opposed by the wave's Attack roll, if a creature fails to escape, it takes another 6d6 points of water damage (Fortitude save for half) and continues being carried along by the wave.

Objects struck by a tsunami are swept up if they are Huge or smaller and are carried along by the wave, deposited in a pile at the end of the wave's journey. Gargantuan or larger objects, as well as structures or objects firmly attached to the ground, take 8d6 points of water damage when a tsunami passes through its space, if this is

enough to destroy the object or structure, the remains are carried along by the wave. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. A solid barrier that is taller than the tsunami that is not destroyed by the wave stops that portion of the wave from continuing onward, leaving a gap in the wave as the rest of it continues forward.

Winds of Vengeance

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Geomancer 9

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You surround yourself with a buffeting shroud of supernatural, tornado-force winds. These winds grant you a fly speed of 60 feet with perfect maneuverability. Neither your armor nor your load affects this fly speed. The winds shield you from any other wind effects, and form a shell of breathable air around you, allowing you to fly and breathe underwater or in outer space.

Ranged weapons (including giant-thrown boulders, siege weapon projectiles, and other massive ranged weapons) passing through the winds are deflected by the winds and automatically miss you. Gases and most gaseous breath weapons cannot pass through the winds.

In addition, when a creature hits you with a melee attack, you can shape your winds so they lash out at that creature as an immediate action. The creature must make a Fortitude Saving Throw or take 5d8 points of wind damage and be knocked prone (if on the ground). On a failed save, Huge flying creatures are checked and Large-sized or smaller flying creatures are blown away instead of knocked prone. On a successful save, the damage is halved and the creature is not knocked prone (or checked or blown away).

World Wave

Elemental (Earth/Water)

Level: Black Mage/White Mage/Geomancer 9

Casting Time: 1 standard action

Range: See text

Effect: See text

Duration: 1 round/level or 1 hour/level; see text (D)

Saving Throw: None

Spell Resistance: Yes

You cause any sort of natural terrain (including water, forest, desert, tundra, and so on) to surge beneath your feet and safely propel you with devastating force over great distances. This wave of terrain undulates as it passes over the world, harmlessly lifting or stretching objects, creatures, and phenomena with a connection to nature but tearing through and damaging anything else it encounters. When you cast the spell you must choose the wave's type, either a tsunami or a swell. If you choose a tsunami, you create a 30-foot-high tidal wave of earth or water hurtling across the landscape that lasts for 1 round per level. If you choose a swell, you create a more controlled and gentle 5-foot-high wave that lasts for 1 hour per level. Regardless of its form or composition, the crest of the wave extends 10 feet in front of and behind you, and 5 feet per level to both your left and right. You can stand or sit on the crest of this wave without any fear of falling off it and can even lie down and sleep (or take any other actions you could take if standing on solid ground) as it travels. You can grant up to one additional creature per level the ability to safely accompany you on this wave.

When you first create the wave, you must choose its path by facing the direction you wish it to travel. Once you make this decision, you cannot change it. The wave, in either version, moves at eight times your base land speed. Any object, creature, or phenomena strongly connected to, or a part of, the natural world simply rises up and down with the wave as it passes, taking no damage or injury. However, anything else coming into contact with the wave takes either 6d6 points of earth damage (if the tsunami) or 1d6 points of earth damage (if the swell).

The wave damages any manufactured object or structure. On the Material Plane, it also damages any creature of the aberration, construct, outsider, or undead type, or with the extraplanar subtype. Creatures with the construct or undead type take double damage from the wave. Other creatures, or creatures with even one geomancer class level (regardless of their type), are considered a part of the natural world and are unaffected by the wave. Note that on other planes of existence, what is considered to be a part of the natural world may vary at the GM's discretion.

The wave can travel up or down the sides of natural features so long as it does not exceed a 45-degree angle. You cannot alter the dimensions of the wave as it travels. If the wave encounters terrain that it cannot incorporate into itself, the wave simply flows over or around the obstacle (creatures riding the wave are harmlessly displaced to the side to avoid the obstacle) unless the terrain occupies one-half or more of the area of the wave's crest. In such cases the spell ends in 1d6 rounds as the wave falters and collapses, unless its duration would normally cause it to expire prior to that.

The momentum of the wave carries you forward through this new terrain without any injury until it collapses, at which point you suffer the normal effects of the terrain in which you are deposited. Terrain the wave cannot incorporate includes anything primarily made from fire (such as lava), air (such as an open cliff face), or something man-made (such as a city).

You can only create the wave if standing on the ground. You cannot create it when underground or on terrain that it cannot incorporate.